TORPEDO FIRE™

SHIPYARD DATA CARD

I. SCENARIO SET-UP

TORPEDO FIRE allows players to create an infinite number of scenarios by using the shipyard program. Alternatively, the introductory scenario may be played pitting one German IX C submarine against one Tribal class escort, one Black Swan Class escort, two tankers and one freighter. In order to create a scenario using the historical ships provided, just follow the instructions in the program.

EXAMPLE: Suppose that you wish to create a battle typical of the North Atlantic with a German U-Boat attacking stragglers from a British convoy in 1943. You decide that there will be one sub attacking two merchantmen guarded by one escort. After you boot the game disk, select option #3; when the shipyard program is ready, enter the following information:

1 'RETURN'—Create a new scenario.

When you have read the overview, hit 'RETURN'.

B 'RETURN'—Surface side.
G 'RETURN'—Sub side.
2 'RETURN'—Time period.
'RETURN'—Set up arrays.
1 'RETURN'—Escort.
1 'RETURN'—Tanker.
1 'RETURN'—Freighter.
1 'RETURN'—Sub.
S 'RETURN'—Slow convoy.
3 'RETURN'—British choose a Black Swan escort.
'RETURN'—Set-up convoy.
2 'RETURN'—German chooses a IX C sub.
E1 'RETURN'—Escort ID.
1 'RETURN'—New X coordinate.
1000 'RETURN'—Escort at 1000,0.
Q 'RETURN'—Quit with escort 1.
F1 'RETURN'—Freighter ID.
1 'RETURN'—New X Coordinate.
−1000 'RETURN'—Freighter at −1000,0 (Tanker still at 0,0).
Q 'RETURN'—Quit with Freighter 1.
S1 'RETURN'—Sub ID.
2 'RETURN'—New Y coordinate.
−2000 'RETURN'—Sub at 0, −2000.
Q 'RETURN'—Quit with sub 1.
M 'RETURN'—View the map.

You should now see the ships in a 'T' formation, i.e.

           F T E

           S

Q 'RETURN'—Get ready to save your scenario.
Y 'RETURN'—Yes.

At this point follow the directions given in the program to write the data onto a scratch disk.

II. CREATING NEW SHIPS

It is possible to create a scenario with ships designed by the players. This can lead to some interesting scenarios such as a one-on-one duel between a super submarine and a super escort. To create a new ship, first choose sides; then use the ability to change a ship's date string to make a ship to your own specifications. When placing ships on the map, the ship's data string will be displayed and updated as changes are made. The following is a list of each value in the ship data string:

LOCATION IN STRING	DESCRIPTION AND COMMENTS
1*	Graphics ID
2-3	Ship ID: E1 to E9, T1 to T9, F1 to F9, S1 to S9
4	Earliest time period available: 0 = Anytime 1 = 1939-41 2 = 1942-43 3 = 1944-45
5	Nationality A = American B = British G = German J = Japan S = Special
6-7	Ship class
8-9	Victory points
10	Turning ability
11-12	Maximum surface speed
13-14	Current surface speed
15-16	Maximum underwater speed
17-18	Current underwater speed
19-21	Maximum submerged depth
22-24	Current depth
25-27	Current heading
28-30	Maximum dive rate
31-33	Maximum rise rate
34	Spotted flag X = Not spotted R = Radar S = Sonar D = Day visual N = Night visual
35	
36	Radar A = Normal N = None
37	Sonar A = Normal N = None
38-39	Maximum sustainable damage at start
40-41	Current maximum sustainable damage

NOTE 1: When creating a scenario, the sub player should be allowed to watch the surface player set-up his ships, while the surface player should not see where the sub commander places his subs. In solitaire games, the computer will automatically place its submarines during its first turn, irrespective of the placement made during the scenario creation procedure.

NOTE 2: Submarines should be set up at least 2,000 yards away from the nearest enemy ship.

LOCATION IN STRING	DESCRIPTION AND COMMENTS
42-43	Explosive power of surface guns
44	Armor class
45	# of K-guns that may be fired per turn
46	# of DC's that may be fired per turn
47	# ahead throw weapons that may be fired per turn
48	—
49	—
50	# of Torpedo tubes – bow
51	# of Torpedo tubes – stern
52*	—

* May not be changed

Example: While placing escort E1 on the map you would do the following in order to give it a maximum speed of 99 knots and a surface gun EP value of 35.

3 'RETURN'—Change a field other than X, Y coordinates.
'RETURN'—Read the warning.
11 'RETURN'—Start with position 11.
2 'RETURN'—Include positions 11-12.
99 'RETURN'—New maximum speed.
3 'RETURN'—Change a field.
'RETURN'—Read the warning.
42 'RETURN'—Start with position 42.
2 'RETURN'—Include positions 42-43.
35 'RETURN'—New surface gun value.

BEGINNER'S OPTION

If the player(s) choose the beginner's option, then the distance between an exploding underwater weapon and a sub within 250 yards of the explosion will be displayed during the computer activity phase.

ERRATA

4.231 No target practice with your surface guns! You may enter only one FSG order per ship per turn.

5.4 If a sub is moving faster than its maximum underwater speed when its goes from the surface to underwater, then its speed is set to its maximum underwater speed.

6.8 During the computer activity phase, if a torpedo comes within 150 yards of a ship, then the computer will print out either "Torpedo Narrowly Missed," "Torpedo Came Close," or "Torpedo Went Wide." "Narrowly Missed" is closer than "Came Close" which is closer than "Went Wide."

6.82 For every damage point an escort loses as a result of combat, it loses an average of 1 knot from its maximum speed.

8.3 When displaying the map, pressing 'return' instead of entering an X coordinate will keep the last entered X, Y coordinate.

8.4 TDC — The prompts have changed and they are self-explanatory. The TDC returns 1) the angle for your FT (B/S) order (assuming you fire at time 00); 2) the probable hit angle; 3) the approximate time till detonation. Don't forget that the torpedo moves straight ahead/astern of the sub before it starts moving in the ordered direction; the TDC accounts for this. You can find the approximate X,Y of a ship by following these steps:

1) Use your periscope to get the distance to the enemy ship.
2) Mark the sub on your map at the proper X,Y.
3) Using the angle and distance from your periscope and your eyeball, mark the target on your map.
4) Read off the target's coordinates.

8.41 There is a 10% chance that the TDC will return a projected fire angle that is 180° degrees out of phase.

8.5 Both status displays include the ship's class number.

8.51 The escort display includes the escort's maximum speed. Also, the sub's position given in the spotted report is an approximate position (±300 yards).

8.52 The sub status display includes a disturbed water flag, which if "yes" indicates that underwater weapons have detonated within 250 yards of the sub during the previous turn.